City State of Kastelios

by **Bruce Heard** (click here for the original blog post)

Map Scale: 24 miles per hex

I revisited Kastelios to bring it up to the standards of Alphatian provinces I posted more recently. I expanded its borders further to meet with Garganin's to the north and those of other city states south and east. This gave a much broader population base. I also extended deforested/settled areas. The coast changed a bit from the earlier map. I used the map from the AC1010 Almanac as the overlay to draft this one. Here is the data:

The Land and People of Kastelios

Rural Population:	157,485	farmers	77.6%	**7,874** armed peasants and	**2,170**
Urban Population:	43,400	townsfolks	21.4%	town militias can be levied temporarily to	
Military:	2,106	Warrior (HD)	1.0% ---------->	help the standing army defend the land,	
Total Population:	**202,991**	**Kasteliosians**		the seas, the air, and the ground below.	

Total Land Area: **18,224** **Sq. Miles**
80% Wilderness
14% Borderlands
7% Settled/Suburban

Total population density: 11.14 people per Sq. Mile
Price of Bread: 13 cp per 10 Lb. Loaf
Price Inflation: High
Min. Wage: 8.1 sp per Month

Urban Areas and Military Centers

	Civilians	Military
Kastelios	40,000	1,226
Kantrios	600	20
Kydonos	700	20
Phossos	900	20
Klasomenai	800	20
-	-	-
Astakos	100	200
Teletopos	100	200
Perinthos	100	200
Kalmis	100	200
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

Mining Summary

Number of Mines: 4
560 Convicts or Slaves
12 Administrators
55 Guards
268 Relatives, Peddlers, Servants
895 Total Mining Population

Industries Summary

Basic Industries: *Dyes, Pearls & Coral, Timber, Trinkets, Copra*

Mid-Lvl Industries: *Monsters, Fine Woods, Weapons, Ivory, Wine*

Hi-Lvl Industries: *Rare Spices, Armor, Black Lotus*

Treasury of Kastelios

Total Tax Income from Rural Areas	21,023 gp/month	33.2%	
Total Tax Income from Urban Areas	24,340 gp/month	38.5%	
Total Revenues from Mining	4,480 gp/month	7.1%	
Total Revenues from Trade	6,740 gp/month	10.7%	
Total Revenues from Tolls and Duties	6,693 gp/month	10.6%	
Total Dominion Income	**63,275 gp/month**	100%	
Available Treasury:	11,349 *gp*		

Mo. Tax Averages

Farmer	1.3 sp
Townfolk	5.6 sp
Household	4.5 sp
per Capita	3.1 sp

Fiscal Strategy

Construction & Upkeep	11,349	gp/month
Government & Politics	5,674	gp/month
Personal Prestige	8,512	gp/month
Treasury	5,674	gp/month
Military (*)	11,349	gp/month

Corruption Level:
Common Corruption

Farming:
Merchants may export food.

Leadership Rating

❑ *Poor*
❑❑ *Acceptable*
❑❑❑ *Ideal*

Popularity	❑❑❑	**Justice**	❑❑
Charity	❑❑	**Prosperity**	❑❑
Administration	❑❑	**Technology**	❑❑
Order	❑❑	**Fiscal Regime**	❑❑
Dominion's Prestige	❑	**Military Prestige**	❑❑
Civic/Religious Prestige	❑❑		
Confidence Level	❑❑	Steady	

Land Forces

Troop Type	Number	Level	Troop Type	Number	Level
Light Infantry	122	1	Spellcasters	7	6
Guards	55	1	Displacer Beasts	10	6
Heavy Infantry	37	2	Pegasi	8	4
Shortbowmen	-		-	-	
Longbowmen	-				
Mounted Archers	-		Ballista Artillerist	49	1
Lt. Crossbowmen	49	1	Lt. Catapult Artillerists	24	1
Hvy. Crossbowmen	24	1	Hvy. Catapult Artillerists	25	2
			Trebuchet Artillerists	-	
Light Horsemen	49	1			
Med. Horsemen	-		War Machine Crew, Poor	-	
Heavy Horsemen	-		War Machine Crew, Fair	-	
Camel Riders	-		War Machine Crew, Good	-	
Elephant Riders	60	3	War Machine Crew, Best	-	
Pegasus Riders	-				
Wyvern Riders	6	6	Auxiliaries:	39	1

Auxiliaries *include: knights' esquires and valets, animal handlers, cooks, sappers, carpenters, masons, menial workers, etc.*

(Entire) Baggage Train

Large Wagons:	130
Mules or Oxen:	195
Draft Horses:	22
Tents:	159
Camp Followers:	79

Siege Equipment

Ballistae:	12
Lt Catapults:	4
Hvy Catapults:	3
Trebuchets:	-

(*) Elephant team: 1 handler w/sword + 1 spearman + 1 archer.

Mounts:

Light Warhorses:	64
Medium Warhorses:	-
Heavy Warhorses:	-
Riding Horses:	76
Camels:	-
Elephants*:	20
Pegasi:	-
Wyverns:	6

War Machines:

Poor:	-
Fair:	-
Good:	-
Best:	-

Total Land Forces
564 HD

Naval Forces

Ship Types	Number	Sailors	Rowers	Officers	Marines	Level
Small Galley	**3**	30	180	9	60	1
Large Galley	**2**	40	360	8	100	2
War Galley	**1**	30	300	5	75	4
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Small Sailing Ship	**4**	40	--	12	100	1
Large Sailing Ship	**1**	20	--	4	50	2
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Listed Levels *apply to* ***Marines*** *only.* ***Officers*** *are ranked individually. Rowers and sailors are Level 1. Rowers are not counted among military.*

Total Navy: **545** **Seamen HD**

Seamen on Shore Leave: 28
Total Fleet Size: **11**

Posted in Kastelios

Total Strength: **1,226** **HD**

83% Humans 5% Tanagoros
4% Halflings 3% Dwarves 3% Elves 2% Other

Infantry:	106 Lt. Infantry, 32 Hvy. Infantry, 43 Lt. Crossbowmen, 21 Hvy Crossbowmen,
Cavalry:	43 Lt. Cavalry, 52 Elephant Riders, 5 Wyvern Riders,
Special Troops:	6 Spellcasters, 9 Displacer Beasts, 7 Pegasi,
Siege Weapons:	86 Artillerists with 11 Ballistae, 4 Lt. Catapults 3 Hvy. Catapults, No Trebuchets
War Machines:	
Auxiliaries:	23 civilian horse handlers, esquires, sappers, or other laborers
Sick, Hurt, or Furloughed:	123 soldiers and seamen
At Port or at Sea:	63 Sailors, 126 Marines (and 378 rower convicts)
Assigned Ships	2 Small Galley 1 Large Galley 1 War Galley 2 Small Sailing Ship 1 Large Sailing Ship

Baggage Train, *when leaving the garrison*

Wagons:	76
Mules or Oxen:	114
Draft Horses:	13
Tents:	93
Camp Followers:	46 (incl. some families, merchants, harlots, and/or soothsayers, etc)

Kastelios Militia: **2,000** **People or HD**